Taking complex ideas and turning them into something simple is the process called “Abstraction.” In computer programming this is very important because it eliminates repetitive work and makes it possible to make changes with less effort. Additionally, abstractions can be used when making other abstractions, further simplifying the process. In C# programming language Console.Readline is an abstraction that is used to get input from the user. The programming for this simple step would be cumbersome to include every time it was needed. By creating an object with the programming needed for this step and then simply calling on the abstraction, we eliminate the need to do all that work over and over again. In our most recent assignment multiple abstractions were used. In the following example of code there are multiple abstractions:

else if (choice == "3")

            {

                Console.WriteLine("What is the filename?");

                journal.\_filename = Console.ReadLine();

                journal.LoadFromFile();

}

Console.WriteLine, Console.ReadLine, and LoadFromFile all tell the program to use other, more complicated programming to complete the task. If a change needs to be made to one of these abstractions, it is not necessary to go through each line of code in the main program to make that change. Changes would simply be made to the object for that abstraction. By using the process of abstraction, programmers can make very complex steps simple to include.